

Player Name

Flin - Raider Leader

3

Rogue

2,250

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

35

Male

5'7"

156

Chaotic Evil

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

## INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	2	1	

CONDITIONAL MODIFIERS

## DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	11	4					

CONDITIONAL BONUSES

## MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

## ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	<b>STR</b> Strength	3	4
13	<b>CON</b> Constitution	1	2
14	<b>DEX</b> Dexterity	2	3
8	<b>INT</b> Intelligence	-1	0
13	<b>WIS</b> Wisdom	1	2
14	<b>CHA</b> Charisma	2	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	<b>FORT</b>	11	3				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	<b>REF</b>	11	2	2			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	<b>WILL</b>	11	2				1	

CONDITIONAL BONUSES

## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	2

17	Passive Perception	10	7
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SPECIAL SENSES

## ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+6	1	3		2			

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+5	1	2		2			

## HIT POINTS

MAX HP	BLOODED	HEALING SURGES
35	17	8
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED 

TEMPORARY HIT POINTS

## DEATH SAVING THROW FAILURES

SAVING THROW MODS +1 to all saving throws, +2 bonus against charm effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

## ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack

power from your class.

**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

## CLASS / PATH / DESTINY FEATURES

**First Strike** - At encounter start, get combat advantage

against foes that haven't acted yet.

**Rogue Tactics** - Choose one of the rogue tactics.**Brutal Scoundrel** - Add Str mod to Sneak Attack

damage.

**Rogue Weapon Talent** - Damage die increases one size with

shuriken; +1 on attacks with daggers.

**Sneak Attack** - Once per round, if you have combat

advantage and hit with a crossbow, light blade, or sling, deal

extra damage.

## BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	AC	Hand Crossbow	1d6+2
7	AC	Short sword	1d6+3
6	AC	Unarmed (Melee)	1d4+3
5	AC	Unarmed (Range)	1d4+2

## FEATS

**Human Perseverance** - +1 to saving throws**Brutal Wound** - Deal additional ongoing damage with Sneak

Attack

**Slaying Action** - Deal Sneak Attack damage again with an

action point

## SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND	ARMOR	MISC
		+ 1/2 LVL	(+5)	PENALTY	
3	<b>Acrobatics</b>	DEX	3	0	
0	<b>Arcana</b>	INT	0	0	n/a
9	<b>Athletics</b>	STR	4	5	
8	<b>Bluff</b>	CHA	3	5	n/a
3	<b>Diplomacy</b>	CHA	3	0	n/a
2	<b>Dungeoneering</b>	WIS	2	0	n/a
2	<b>Endurance</b>	CON	2	0	
2	<b>Heal</b>	WIS	2	0	n/a
0	<b>History</b>	INT	0	0	n/a
2	<b>Insight</b>	WIS	2	0	n/a
8	<b>Intimidate</b>	CHA	3	5	n/a
2	<b>Nature</b>	WIS	2	0	n/a
7	<b>Perception</b>	WIS	2	5	n/a
0	<b>Religion</b>	INT	0	0	n/a
8	<b>Stealth</b>	DEX	3	5	

## LANGUAGES KNOWN



CHARACTER NAME

Flin - Raider Leader

PLAYER NAME

RACE Human CLASS Rogue LEVEL 3

<b>HP</b> 35	<b>STR</b> 16	<b>AC</b> 15
<b>Spd</b> 6	<b>CON</b> 13	<b>Fort</b> 15
<b>Init</b> +3	<b>DEX</b> 14	<b>Ref</b> 16
	<b>INT</b> 8	<b>Will</b> 14
	<b>WIS</b> 13	
	<b>CHA</b> 14	

<b>12</b> Passive Insight	<b>17</b> Passive Perception
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Second Wind

KEYWORDS	USED
Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>
<p>Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.</p>	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Piercing Strike

KEYWORDS	Martial, Weapon	USED
Standard	* ↑ ↗	Melee weapon
<b>ACTION</b>	↖ ✖	<b>RANGE</b>
<b>6</b> vs <b>Reflex</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p>Requirement: You must be wielding a light blade.                  Attack: Dexterity vs. Reflex                  Hit: 1[W] + Dexterity modifier (+2) damage.                  Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.</p> <p>Short sword: +6 attack, 1d6+2 damage</p>		
ADDITIONAL EFFECTS		
+2d6+3 to damage once per round (Sneak Attack)		
CLASS	Rogue	LEVEL 1 BOOK PH

AT-WILL POWER



Deft Strike

KEYWORDS	Martial, Weapon	USED
Standard	* ↑ ↗	Melee or Ranged weapon
<b>ACTION</b>	↖ ✖	<b>RANGE</b>
<b>5</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p>Requirement: You must be wielding a crossbow, a light blade, or a sling.                  Special: You can move 2 squares before the attack.                  Attack: Dexterity vs. AC                  Hit: 1[W] + Dexterity modifier (+2) damage.                  Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.</p> <p>Hand Crossbow: +5 attack, 1d6+2 damage                  Short sword: +6 attack, 1d6+2 damage</p>		
ADDITIONAL EFFECTS		
+2d6+3 to damage once per round (Sneak Attack)		
CLASS	Rogue	LEVEL 1 BOOK PH

AT-WILL POWER



Disheartening Strike

KEYWORDS	Martial, Rattling, Weapon	USED
Standard	* ↑ ↗	Melee or Ranged weapon
<b>ACTION</b>	↖ ✖	<b>RANGE</b>
<b>5</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p>Requirement: You must be wielding a crossbow, a light blade, or a sling.                  Attack: Dexterity vs. AC                  Hit: 1[W] + Dexterity modifier (+2) damage.                  Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.</p> <p>Hand Crossbow: +5 attack, 1d6+2 damage                  Short sword: +6 attack, 1d6+2 damage</p>		
ADDITIONAL EFFECTS		
+2d6+3 to damage once per round (Sneak Attack)		
CLASS	Rogue	LEVEL 1 BOOK MP

AT-WILL POWER



Sly Lunge

KEYWORDS	Martial, Weapon	USED
Standard	* ↑ ↗	Melee weapon
<b>ACTION</b>	↖ ✖	<b>RANGE</b>
<b>6</b> vs <b>AC</b>		One creature granting combat adva
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p>Requirement: You must be wielding a light blade.                  Attack: Dexterity vs. AC                  Hit: 1[W] + Dexterity modifier (+2) damage, and you gain combat advantage against the target until the end of your next turn. If you don't apply your Sneak Attack damage to this attack, it deals 1d6 extra damage.                  Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+3).</p> <p>Short sword: +6 attack, 1d6+2 damage</p>		
ADDITIONAL EFFECTS		
+2d6+3 to damage once per round (Sneak Attack)		

Nasty Backswing

KEYWORDS	Martial, Weapon	USED
Free Action	* ↑ ↗	Melee weapon
<b>ACTION</b>	↖ ✖	<b>RANGE</b>
<b>6</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p>Trigger: You miss with a melee attack                  Requirement: You must be wielding a light blade.                  Attack: Dexterity vs. AC. You have combat advantage for this attack.                  Hit: 1[W] + Dexterity modifier (+2) damage, and you can shift 1 square.                  Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+3).</p> <p>Short sword: +6 attack, 1d6+2 damage</p>		
ADDITIONAL EFFECTS		
+2d6+3 to damage once per round (Sneak Attack)		

Confounding Attack

KEYWORDS	Martial, Weapon	USED
Standard	* ↑ ↗	Melee or Ranged weapon
<b>ACTION</b>	↖ ✖	<b>RANGE</b>
<b>5</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p>Requirement: You must be wielding a crossbow, a light blade, or a sling.                  Attack: Dexterity vs. AC                  Hit: 2[W] + Dexterity modifier (+2) damage.                  Effect: As a free action, the target makes a melee basic attack against a creature of your choice adjacent to it. If you or the target has combat advantage against the creature and you haven't dealt your Sneak Attack damage during this round, you can deal your Sneak Attack damage against the creature.</p> <p>Hand Crossbow: +5 attack, 2d6+2 damage                  Short sword: +6 attack, 2d6+2 damage</p>		
ADDITIONAL EFFECTS		
+2d6+3 to damage once per round (Sneak Attack)		

## Adaptable Flanker

KEYWORDS Martial USED

Minor



Personal

**ACTION**

**RANGE**

AT-WILL

ENCOUNTER

DAILY

Requirement: You and an ally must be adjacent to the same enemy.

Effect: You gain combat advantage against the enemy until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Rogue

LEVEL 2

BOOK *MP*

UTILITY POWER

DUNGEONS & DRAGONS®

## Jester Shoes (heroic tier)

**BONUS** **ENHANCEMENT** **CRITICAL**

PROPERTIES

KEYWORDS

USED

**ACTION**

AT-WILL

ENCOUNTER

DAILY

POWER

Item Slot: Feet

Power (Encounter): Immediate Interrupt. Use this power when you are pushed, pulled, or slid. Reduce the distance you are pulled, pushed, or slided by 1 square and fall prone.

ITEM SLOT/TYPE Feet

LEVEL 2

PRICE 520

BOOK *AV*

MAGIC ITEM

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